CHROMIUM DRAGONS

With a massive muzzle, even for a dragon, the chromium dragon presents an imposing visage decorated by two ornate horns and a brilliant neck-furl. Its expression is that of a sneering apex predator, holding malice and contempt for other beings behind its brilliant red eyes. The dragon's brilliant mirror-like scales gleam like liquid metal, reflecting the nearby terrain.

GREED IS GOOD. Chromium dragons are among the most avaricious draconic creatures to ever walk the earth. Were it not for their rarity, they would likely be known as the greediest family of true dragons, even surpassing that of the notoriously covetous red dragons. The idea that they should dominate, procure, and otherwise possess anything and everything that falls beneath their gaze is the driving principle behind most chromium dragon schemes. Were it not for the slightly more powerful iron dragons keeping them in check, the unbounded desire for more within each chromium dragon would certainly spin out of control.

SHINY AND CHROME. Chromium dragons are born with scales that resemble a dull silver colour. As they age, their scales become more polished and reflective, ultimately becoming mirror-like. This has led to many instances where a chromium dragon is mistaken for a silver or mercury dragon, a mistake that often ends in disaster. Their shiny scales are not just for show, however. Chromium dragons use their scales in combat to get more varied angles on potential opponents, making

them very difficult to sneak up on. They are also able to use magic in order to easily blend in with their surroundings.

CHROMIUM DRAGON LAIRS

Chromium dragons create lairs in frozen wastes and snow-capped mountains. They often use their icy breath to and magic to create frozen walls and structures that can accommodate them and their massive treasure hoard. The dragon's lair is also bound to be filled with dangerous traps and winding passageways of polished ice that make it extremely difficult for interlopers to navigate their way to the dragon's valuables, or escape if they happen to be so lucky. Chromium dragon lairs often include the following features;

- Labyrinthine pathways with walls made from ice.
- Reflective surfaces meant to confound and confuse.
- A massive treasure hoard, even by draconic standards, all extremely well organised by category and function.
- Chambers which are hidden behind thick walls of ice that only the dragon, or a very determined creature, can access.

CHROMIUM DRAGON WYRMLINGS

As a newly born chromium dragon, the world at large may seem quite large, but it's only a matter of time before their avaricious instinct kicks in and that big world becomes nothing more than a series of conquests to collect treasure from. Wyrmlings typically stay with their parents until they are old enough to hunt for themselves, at which point they set out into the world with the hopes of building up a treasure hoard of their own.

Chromium Dragon Wyrmling

Medium Dragon, Lawful Evil

AC 18 **Initiative** +4 (14)
Hit Points 102 (12d8 + 48)
Speed 30 ft., climb 30 ft., fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 20	+5	+5	**DEX** 12	+1	+4	**CON** 18	+4	+4
INT 12	+1	+1	**WIS** 12	+1	+4	**CHA** 16	+3	+3

Skills Deception +6, Insight +4, Perception +4, Persuasion +6

Immunities Cold
Resistances Radiant
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14
Languages Draconic
Challenge 5 (XP 1,800 or 2,300 in lair; PB +3)

Traits

Legendary Resistance (1/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Mirrored Sight. The dragon is immune to being flanked or surprised.

Actions

Rend. *Melee Attack Roll:* +8 to hit, reach 10 ft. *Hit:* 9 (1d8 + 5) Slashing plus 3 (1d6) Cold damage.

Crystalline Breath (Recharge 5-6). *Dexterity Saving Throw*: DC 14, each creature in a 15-foot Cone or a 30-foot long, 5-foot wide Line. *Failure:* 24 (7d6) cold damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 14)

At will: *Absorb Elements, Mold Earth*
2/Day Each: *Pass Without Trace*
1/Day Each: *Mirror Image, Flesh to Stone (but target is turned into crystal instead of stone)*

Reactions

Blinding Flash. *Trigger*: The dragon uses its Legendary Resistance Trait, or is hit with a ranged attack. *Response: Constitution Saving Throw:* DC 15, each creature in a 30-foot-radius Sphere centred on the dragon. *Failure:* 7 (2d6) Radiant damage and Blind until the end of their next turn.

Reflective Scales. *Trigger*: The dragon is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll. *Response*: Roll a d6. On a 1 to 5, the dragon is unaffected. On a 6, the dragon is unaffected, and the effect is reflected back at the caster as though it originated from the dragon, turning the caster into the target.

Rend Retaliation. *Trigger*: The dragon takes damage. *Response*: The dragon makes a Rend attack.

YOUNG CHROMIUM DRAGONS

At this stage of life, a young chromium dragon is likely just starting to establish its claim in the world. The dragon will certainly have attained the service of some lesser creatures to act as minions, and likely has a healthy hoard of treasure starting to pile up. At this point in the dragon's lifecycle, if it hasn't found a lair already, it is bound to wind up seeking out a place to call its own.

Young Chromium Dragon

Large Dragon, Lawful Evil

AC 18 **Initiative** +5 (15)
Hit Points 189 (18d10 + 90)
Speed 40 ft., climb 40 ft., fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 22	+6	+6	**DEX** 13	+1	+5	**CON** 20	+5	+5
INT 16	+3	+3	**WIS** 14	+2	+6	**CHA** 19	+4	+4

Skills Deception +8, Insight +6, Perception +6, Persuasion +8
Immunities Cold
Resistances Radiant
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 19
Languages Common, Draconic
Challenge 11 (XP 7,200 or 8,400 in lair; PB +4)

Traits

Legendary Resistance (2/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Mirrored Sight. The dragon is immune to being flanked or surprised.

Actions

Multiattack. The dragon makes three rend attacks. It can replace one of these attacks with a use of Spellcasting (at will spells only)

Rend. *Melee Attack Roll:* +10 to hit, reach 10 ft. *Hit:* 15 (2d8 + 6) Slashing plus 7 (2d6) Cold damage.

Crystalline Breath (Recharge 5-6). *Dexterity Saving Throw*: DC 17, each creature in a 30-foot Cone or a 60-foot long, 5-foot wide Line. *Failure:* 56 (16d6) cold damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 16)

At will: *Absorb Elements, Bestow Curse, Mold Earth (10 ft. area), Remove Curse*
2/Day Each: *Mirror Image, Pass Without Trace, Wall of Ice*
1/Day Each: *Flesh to Stone (but target is turned into crystal instead of stone)*

Reactions

If the dragon is in its lair, it can take an additional Reaction per round.

Blinding Flash. *Trigger*: The dragon uses its Legendary Resistance Trait, or is hit with a ranged attack. *Response - Constitution Saving Throw:* DC 17, each creature in a 30-foot-radius Sphere centred on the dragon. *Failure:* 14 (4d6) Radiant damage and Blind until the end of their next turn.

Reflective Scales. *Trigger*: The dragon is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll. *Response*: Roll a d6. On a 1 to 5, the dragon is unaffected. On a 6, the dragon is unaffected, and the effect is reflected back at the caster as though it originated from the dragon, turning the caster into the target.

Rend Retaliation. *Trigger*: The dragon takes damage. *Response*: The dragon makes a Rend attack.

ADULT CHROMIUM DRAGONS

An adult chromium dragon is a creature that is bound to be known and feared in the lands it occupies. Through sheer force of will, it is bound to be sitting at the top of whatever established order may exist within its domain, and if there isn't one, it will be the one to set the pecking order. Leaders of any sentient creatures within its lands are bound to pay tribute to the great dragon, and as such its hoard will rival that of entire kingdoms.

Adult Chromium Dragon

Huge Dragon, Lawful Evil

AC 19 **Initiative** +7 (17)
Hit Points 290 (20d12 + 160)

Speed 40 ft., climb 40 ft., fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 26	+8	+8	**DEX** 13	+1	+7	**CON** 26	+8	+8
INT 18	+4	+4	**WIS** 16	+3	+9	**CHA** 21	+5	+5

Skills Deception +11, Insight +9, Perception +9, Persuasion +11
Immunities Cold
Resistances Radiant
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 19
Languages Common, Draconic
Challenge 18 (XP 20,000 or 22,000 in lair; PB +6)

Traits

Legendary Resistance (3/Day or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Mirrored Sight. The dragon is immune to being flanked or surprised.

Actions

Multiattack. The dragon makes three rend attacks. It can replace one of these attacks with a use of Spellcasting (at will spells only)

Rend. *Melee Attack Roll:* +14 to hit, reach 10 ft. *Hit:* 17 (2d8 + 8) Slashing plus 10 (3d6) Cold damage.

Crystalline Breath (Recharge 5-6). *Dexterity Saving Throw*: DC 21, each creature in a 60-foot Cone or a 120-foot long, 5-foot wide Line. *Failure:* 63 (18d6) cold damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 19)

At will: *Absorb Elements, Bestow Curse, Mold Earth (15 ft. area), Remove Curse*
2/Day Each: *Mirror Image, Pass Without Trace, Wall of Ice*
1/Day Each: *Eyebite, Flesh to Stone (but target is turned into crystal instead of stone), Polymorph*

Reactions

The dragon can take up to two Reactions per round but only one per turn. If the dragon is in its lair, it can take an additional Reaction per round.

Blinding Flash. *Trigger*: The dragon uses its Legendary Resistance Trait, or is hit with a ranged attack. *Response - Constitution Saving Throw:* DC 21, each creature in a

60-foot-radius Sphere centred on the dragon. *Failure:* 14 (4d6) Radiant damage and Blind until the end of their next turn.

Reflective Scales. *Trigger*: The dragon is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll. *Response*: Roll a d6. On a 1 to 5, the dragon is unaffected. On a 6, the dragon is unaffected, and the effect is reflected back at the caster as though it originated from the dragon, turning the caster into the target.

Rend Retaliation. *Trigger*: The dragon takes damage. *Response*: The dragon makes a Rend attack.

ANCIENT CHROMIUM DRAGONS

Chromium dragons are exceedingly rare, and ancient chromium dragons likely number in the single digits. Each one of these monumental creatures is bound to have a hoard of treasure so large, it may be unrecognisable as such. Chromium dragons of this age and stature may consider entire kingdoms to be a part of their hoard, and all the treasure within them, and it is never enough.

Ancient Chromium Dragon

Gargantuan Dragon, Lawful Evil

AC 22 **Initiative** +9 (19)
Hit Points 555 (30d20 + 270)
Speed 40 ft., climb 40 ft., fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 28	+9	+9	**DEX** 13	+1	+9	**CON** 28	+9	+9
INT 20	+5	+5	**WIS** 20	+5	+13	**CHA** 24	+7	+7

Skills Deception +15, Insight +13, Perception +13, Persuasion +15
Immunities Cold
Resistances Radiant
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23
Languages Common, Draconic
Challenge 25 (XP 75,000 or 90,000 in lair; PB +8)

Traits

Legendary Resistance (4/Day or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Mirrored Sight. The dragon is immune to being flanked or surprised.

Actions

Multiattack. The dragon makes three rend attacks. It can replace one of these attacks with a use of Spellcasting (at will spells only)

Rend. *Melee Attack Roll:* +17 to hit, reach 15 ft. *Hit:* 18 (2d8 + 9) Slashing plus 10 (3d6) Cold damage.

Crystalline Breath (Recharge 5-6). *Dexterity Saving Throw*: DC 22, each creature in a 90-foot Cone or a 180-foot long, 5-foot wide Line. *Failure:* 84 (24d6) cold damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components, using Charisma as the spellcasting ability (spell save DC 23)

At will: *Absorb Elements, Bestow Curse, Mold Earth (20 ft. area), Remove Curse*
2/Day Each: *Mirror Image, Pass Without Trace, Wall of Ice*
1/Day Each: *Eyebite, Flesh to Stone (but target is turned into crystal instead of stone), Mind Blank, Polymorph*

Reactions

The dragon can take up to three Reactions per round but only one per turn. If the dragon is in its lair, it can take an additional Reaction per round.

Blinding Flash. *Trigger*: The dragon uses its Legendary Resistance Trait, or is hit with a ranged attack. *Response - Constitution Saving Throw:* DC 22, each creature in a 60-foot-radius Sphere centred on the dragon. *Failure:* 14 (4d6) Radiant damage and Blind until the end of their next turn.

Reflective Scales. *Trigger*: The dragon is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll. *Response*: Roll a d6. On a 1 to 5, the dragon is unaffected. On a 6, the dragon is unaffected, and the effect is reflected back at the caster as though it originated from the dragon, turning the caster into the target.

Rend Retaliation. *Trigger*: The dragon takes damage. *Response*: The dragon makes a Rend attack.

Created by: ***JOSIAH "DUNGEON DAD" AMBROSE***

Art by: ***DAKOTA CURRY***

Created in compliance with the Dungeons & Dragons SRD 5.1